

As previously stated, the keyboard system when used as an Internet browser device, houses all the necessary components required to access the Internet, but, since the unit will connect to multiple TV monitors, it is necessary to employ a set-top box to convert the data stream into an image on the screen. The set-top box will function much like a standard scan converter box that is currently commercially available. The main distinction is that the unit will receive the signals from the keyboard system **1** wirelessly, and also can be directly connected via a cable connection in order to create the appropriate imaged. The set-top box will be a modular piece of hardware in that it will be itself expandable. It is also noted that the Internet browser of the present invention will allow for expandability of the units to incorporate any of the current and upcoming connectivity technologies, i.e., ISDN lines, cable modems, satellite modem connections, and standard telephone lines. The scan converter will be integrated thereinto. A wall-mounted central computer will serve as a large-screen folding LCD TV-monitor, that offers double the screen area of traditional large-screen TVs. More importantly though, the system will also serve as a hub of the Intranet home network. This design will eliminate the need for an external set-top box.

Another upgrade is the addition of a game module and CD ROM or DVD module that will simply plug into one of the open universal expansion bays. It will also require the installation of the necessary video card and chip inside the left bay of the case itself. This will allow the user to play video games anywhere in the house with the aforementioned scan signal converter boxes. The system will use existing available hardware for processing the game data, such as the: "SONY PLAY STATION", the "SEGA SATURN", and the "3-DO" engine. All of these platforms use a CD-ROM to send the data to the video card. The advantage to all of this is that the game player can move the game device from one room to the other without interrupting the game play, instead of being limited to one set.

A variation of the keyboard system **1** is that the keyboard may have its keys mounted on removable, interchangeable pods or slabs. These separate key-pods will be offered in all the alphabets used in the various languages of the world. For example, a business person needing to travel to Japan and does not speak Japanese, could simply purchase an additional keyboard **1**, refit the unit with the Japanese character key-pod and utilizing conventional translation software, could communicate effectively and more importantly privately with the other person without speaking the foreign language. This expandability or inter-changeability will allow one to also serve many users of many dialects. There is also the availability to provide a transcript of the discussions since the content can be saved to the hard drive and printed out later. There will also be a video editing pod option, that will allow a user to assemble video footage and edit with the use of the one board. These pods will feature the necessary fade slides and switches found on current editing boards.

A further extension of the units case design, offers the opportunity for a user to make contact anywhere on earth. As mentioned, the case design offers double the case-size for the motherboard, expansion ports, and game modules, which means it will also allow for a satellite-receiver module. The fact that the units employ either two or three screens, that offers the perfect opportunity to affix the required satellite sails to the back of these monitors. This offers a connection for voice or data including video footage, anywhere on the globe. This satellite-expansion feature is only feasible as one unit, due to the fact that the back of the dual screens and the

triple screens (as described hereinbelow) will serve as the housing to mount the optional satellite sails to. This is made even more unique by the fact that the monitors will serve as a graphical signal strength meter allowing the user to position them for the best signal, and, since the screens do detach, any signal position can be attained while using the other screen as a monitor. This may also serve as a Global Positioning System or G.P.S. unit that cites the position of the keyboard terminal anywhere in the world. Also, via mapping software, the user can overlay his current location on topographical maps, including longitude and latitude coordinates. The benefits to sailors alone, would be immeasurable.

Referring now to FIGS. **12** through **18**, there is shown another embodiment of the invention incorporating the split keyboard **1**. In this version, the keyboard is combined with its own dedicated microprocessor for serving as a self-contained notebook computer with split screen. As can be seen in FIG. **12**, this embodiment **100** includes a split keyboard **102** similar to that of FIG. **1**, and a dual LCD display or split screen **101**, with each section being pivotally attached to a keyboard half-section. Each half of the split-screen is independently, pivotally mounted so that each may be moved separately. The notebook computer also has three universal expansion bays **104**, removable, rechargeable battery packs **105**, a split-front infrared or IF sensor **106**, as described above for the first embodiment of FIG. **1**, a set of indicator lights **107**, a mini LCD status/touch sensitive screen **108**, a PCMCIA expansion slot **109**, a read-write CD/DVD device **110**, a flip-up storage compartment **111**, a retractable cellular antenna **112**, and a pop-up keyboard light with a built-in copy holder **113**, a DC power source/charging cord **114**, a docking-port input **115**, a PS/2 mouse port **116**, a joystick-port **117**, S-video output **118**, an NTSC video-output port **119**, a quick-connect parallel port **120**, a serial port **121**, an external monitor output-port **122**, a microphone in, audio out and line-out **123**, power on/off button **124**, a reset button **125**. The notebook computer **100** has the same type of leg-support as seen in FIG. **17** as the first embodiment, namely it has outer support legs **126**, inner legs **127**, nonskid rubber feet **128**, height-adjustment screws **129** and mounting hinges **130**. The notebook computer **100** has the same type of monitor support arm, as seen in FIG. **18**, as that of the first embodiment, namely a connecting arm-mount **131**, computer deck **132**, universal joint **133** for a monitor **134**. The notebook computer **100** has at least one microprocessor, and preferably has a second dedicated microprocessor associated with half of the keyboard for playing games, as described above with reference to the first embodiment of FIG. **1**. Thus, one half of the split-screen **101** may be used for normal computer functions, such as word processing, by means of the first microprocessor, whereas the second half of the split screen **101** may be used for playing video games via the dedicated game-microprocessor, such as "NINTENDO", or the like, via the read-write CD-ROM/DVD device **110**.

The system **100** features all of the aforesaid benefits of the system **1**, with the additional features of: a motherboard and chip, a hard drive, and dual screen monitors that are used as one large monitor, as described above, which, together, create a portable web-browsing, notebook computer with a full size keyboard, featuring the unique key arrangement. This system **100** offers the user a minimum 18" screen-area. This provides for the only portable, 32-bit RISC processor powered game-device. The aforementioned screens are mounted to the folding keyboard module with two unique universal joints (U-joint) described above, that allow for the